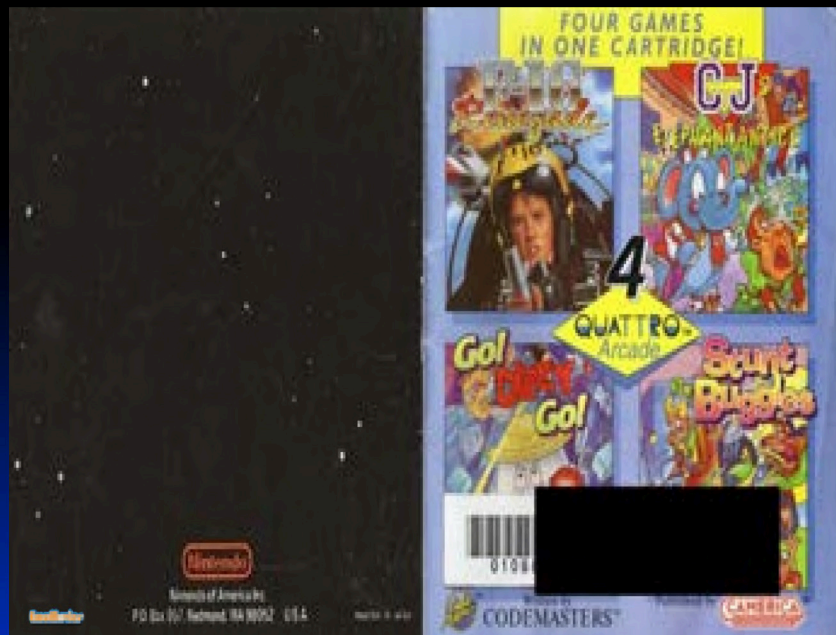


Nintendo ENTERTAINMENT SYSTEM



Nintendo ENTERTAINMENT SYSTEM



CODEMASTERS

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Please Use Codemasters Helpline for help. You are responsible for the software you use. If you are under 18, you MUST have your parent's permission. Sometimes games only.

HINTS AND SECRETS INCLUDED:

- EXTRA LIVES
- LEVEL WARPS
- EXTRA POWER-UPS



IMPORTANT REGULATIONS:

We recommend that you have a TV or monitor that is larger than 13 inches. Also to avoid eye strain, play the game in a well-lit room. Do not play for more than 1 hour.

- DO NOT: Insert the cartridge of any other game in the TV.
- DO NOT: Over the game, press any buttons, or play the game on other game consoles.
- DO NOT: Move the game, press any buttons, or play the game on other game consoles.
- DO NOT: Play a game, if it is already in the TV.
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CAMERICK GAMES

SELECT GAME



F-16 RENEGADE™



CJ's Elephant Antics™



Go! Dizzy Go!™



Stunt Buggies™

Choose your Game

By using ultra-large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to activate.

Use the SELECT button to point the arrow on the screen at the game you want to play.

Press the START button to activate the game, then read the section in this booklet about playing the game.

During play you can use the RESET button to start the chosen game again.

When you want to choose a new game you should Power-On, wait a few seconds, and Power-On again.



The game selection screen

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F-16 *Renegade*

1

They are not quite what they seem down at Farrow High School. Behind the door to the computer room the well-known head of department, Professor Holo, is secretly plotting to take over the world!

Using only his PC Professor Holo tapped into USAF's secret computer and set to motion a program which will assemble all of America's Air Force and eventually fly it as a mission to start World War III. Professor Holo's respectable facade hides the character of a mad megalomaniac bent on destruction.

Todd Freeman is the only guy who can stop the apocalypse. As a student of Holo, Todd discovered the devious plot and tried to warn the Air Force. Unfortunately the Generals at the time knew straight Todd was a crazy kid and ignored his pleas.

Now Todd is about to take action himself. That night, sneaking he had an assignment to finish, Todd went to the computer room and tapped into USAF's secret. Finding the right training program for the F-16 Falcon jet, he gave himself a crash course in combat flying. Realized that he could handle the F-16 Todd left the school and headed for the Air Base.

He sneaked the perimeter fence without attracting attention and managed to keep the guard dogs at bay with some candy he had in his pocket. Soon he was in the cockpit of the F-16 and pleased to see the keys were still in the slots. He fired it up just in time as all around him other planes were being phoned from the runway as they took orders from professor Holo's program.



F-16 Renegade

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IT'S ALL IN YOUR HANDS...

You are Todd Freeman and you must Defeat Professor Helix's computer controlled Air Force to stop World War III - Good luck!

CONTROLLING THE F-16

Here are the details about the control systems of the F-16 which Todd learned when he broke in to the USAF computer:

- A button:** Fire a bullet (hold the button down for continuous fire or tap it quickly for rapid fire)
- B button:** Smart Bomb (you start out with one but you can pick up more as you progress through the game)
- Up/Down:**
- Left & Right:** Move the plane
- Start:** Pause
- Select:** Select One or Two player game on title screen



Professor Helix hard at work, plotting the final touches to his omnipotent program.

Airborne!!!



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Look that Power-Up!



Maximum Weapons

WEAPONS SPECIFICATION

Pick-Ups can be set off by shooting all the planes in a blue squadron...

S: Smart Bomb, **P:** Weapons Power-Up, **L:** Extra Life

Each weapon is progressively more powerful. Some planes take more than one hit to kill with the weaker weapons.



5

TWO PLAYER GAME

This is a competitive Two player game; the aim is to out-survive your opponent...

As you hit an enemy, your opponent will rise up the screen, closer to the enemy and so closer to the danger!

There is a bar on the Two player panel with 4 dots. You must light all the dots to your colour...

White: player One and
Black: player Two.

The Two player game is only played in the overhead sections.

FLYING TIPS...

- + Try to learn the movement patterns on the first level - you can pick up a lot of bonuses at the start if you can shoot the blue planes.
- + Try to kill the ground based weapon sites quickly as they fire deadly homing missiles.
- + There are 20 missions for Todd to complete, 10 overhead and 10 3-D.



Competitive 2 Player



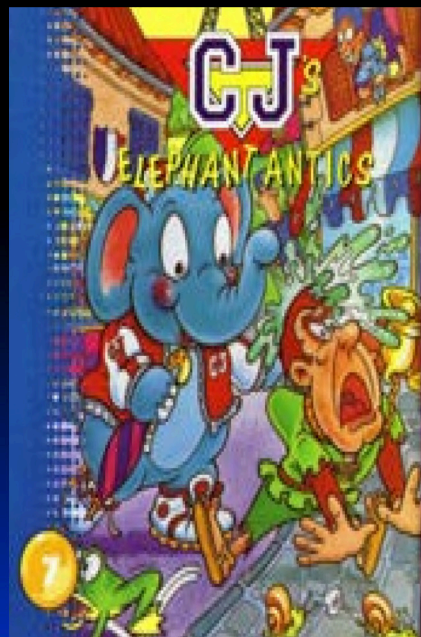
Ground Attack!



The 3-D section

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C.J.'s elephant antics have landed him in BIG trouble this time. Out exploring the jungle far from home, he stumbled into an elephant trap! And now he was being flown to a zoo, destined to spend the rest of his life in captivity! But as the plane flew through some bad turbulence, C.J.'s cage shook and flew open. "Wow!", shouted C.J., "What a break! Adios, zookeeper dudes, I'm outta here!". Grabbing a nearby umbrella, he dashed for the exit and jumped out....



C.J.'s Elephant Antics

Using his umbrella as a makeshift parachute, he floated gently down to the ground. One look at the famous Eiffel Tower was enough to tell him he was far, far away from his folks back home. "Geez jumping jumbo!", C.J. exclaimed, "I've touched down in Paris!". So C.J. started out on his fantastic journey home, through the City of Paris, across the mountains of Switzerland, exploring the great pyramids of Egypt, and then into the jungle, deep in the heart of Africa.

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STANDARD WITH A MISSION

C.J.'s is faced with the mammoth task of getting back to his family in Africa. On his way he'll have to watch out for a whole load of bad guys: Freaky Frogs, Savage Snowmen, Slimy Snails and even Psycho Puddles! Luckily C.J. is not defenceless, he can shoot peanuts through his trunk and even throw bombs.

CONTROLS (ONE P.L.)

- A button:** Makes C.J. jump
B button: Shoots peanuts through C.J.'s trunk (C.J. never runs out of peanuts but he can only fire one at a time)
Left & Right: Walks C.J. left and right (C.J. gradually speeds up when a direction is held)
Down: Throws a bouncing bomb (unless C.J. is out of bombs)
Start: Pause
Select: Used on the title page to select a One or Two player game (more on this later)



Options Screen

C.J. with his trusty Umbrella



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BOOM!

Bombs are very useful for getting rid of awkward enemies, but be careful not to waste them.

SPIKES

There are lots of spikes in C.'s way. Try to steer well clear of them as they are all intensely fatal.



Watch those spikes!



The Boss!

When you reach the end of each level you will meet the Boss that blocks your way to the next level. You must shoot or bomb these bosses into oblivion, while they will do their best to put an end to C.'s Elephant Antics™

C.'s SECRET UMBRELLA

When C. jumps or falls off a ledge, he uses his umbrella as a makeshift parachute, letting him fall from great heights.



TWO PLAYER GAME

In the Two player game both players play at the same time, player One controls the red C. and player Two controls the blue C.

Red C. will throw blue bombs and blue C. will throw red bombs. Sometimes you will see green, yellow or brown bomb icons; pick these up as they will give you another 10 extra bombs.



Two can play C.



BOSS!

When some enemies go "Pop!" they leave behind fruit or cakes that C. can scoff for extra points. Sometimes they leave extra bombs, or a can of fuzzy drink that will give C. a burst of energy.



Dizzy's Quest for the Yolkfolk

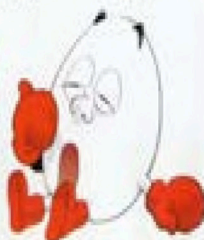


World 1,
the Forest Maze

For Dizzy™ to rescue his friends he must collect all the fruits in each of Zaki's mazes. When Dizzy completes five levels he can go onto the next world. There are five worlds for Dizzy to complete:

World 1	Dylan	Underwater
World 2	Dani	Forest
World 3	Grand Dizzy	Pyramid
World 4	Daisy	Mountain
World 5	Daisy	Castle

"Daisy, look at the mountainside wilderness. If I could find my way out, maybe I could get some sheep!"



Controls

You can choose to play either Dizzy™ or Denal. Dizzy is controlled from pad 1, Denal is controlled from pad 2....

Up/Down/

Left & Right will make Dizzy (or Denal) move around the maze.

Select Switches between One player, Two player and Contest on the title screen.

Start Starts the game and pauses the game when in play.

The different game modes

One player mode: This is just Dizzy on his own crusading against the enemy.

Two player mode: This enables Dizzy to team up with Denal to defeat the enemy.

Contest mode: This is really a competition to see who can get the highest score, not to see who can complete the most levels. There are six lives between you and when the other player dies, you get a massive score bonus. You use shared lives until they run out and the game finishes.



Two Player Contest

It's a Bonus!

When playing the game, you will notice that one of the fruits is flashing. If you collect this, you will get a bonus and another fruit will flash. Collect all the fruits in this order to get a huge score bonus.



Collect the flashing fruit



The Bonus Screen
Try to get all the fruit
against the clock

Gameplay

There are many different ways of playing *Go! Dizzy Go!*. It is sometimes better to leave a monster trapped in a square instead of killing it. If you decide to kill it, it will only re-appear a few seconds later in a different place.

Dizzy's
looking
confused
that his
score will be
reset with
your help!



Power-Up!

The five worlds to be conquered are littered with all sorts of mean and nasty toddlers, Waddy jellyfish, Singing Scorpions, Bulky Rock Monsters, Shocking Electric Eels and Grinning Pumpkins are just the start of it! Luckily there is a vast amount of Power-Ups too. Special icons will appear so pick

em up! Some will let you pass through the edges of the screen, some will allow you to move any block, then there are Smart Bombs, Shields, Bonuses and many others which change the gameplay when they are picked up.

The Scoring System

On *Go! Dizzy Go!* you are given a score grade at the end of your game. This is indicated by a colour so you can see how good you are. The colours go: Red (lowest) through Orange, Yellow, Green, Blue, Indigo, Violet, White, Bronze (most players could eventually get this), Silver (very good score), Gold and Platinum (very rare - amazing score!) - Good Luck!

He follows the
Round Joke!



Stunt Buggies

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It didn't seem the ideal birthday situation. Your folks having to spend the day with a sick relative while you're shunted off to stay with old uncle Zeb the inventor in his massive and probably haunted house.

However what greets you when you awake in your strange new bedroom does seem like the ideal birthday present. A miniature, totally cool, fully working sports buggy. With uncle Zeb already showing his strange business in the attic, you decide to take this mean machine for a spin in the apparently endless passages of the house.

While cruising the basement, you notice a white light coming from a crack in the ceiling. "Uncle Zeb must have left a light on", you think, drawing closer. Suddenly a trap-door opens and you are sucked up into a beautiful but bewildering new world. It seems to be under attack from an army of automated horrors attempting to devastate the landscape.

You're still not sure how or why you're here but your help is obviously needed and with the trapdoor closing behind you there seems to be no choice...



Stunt Buggies

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Bombis!

You've been plunged into a strange new world and it's under attack! Your job is to drive around the maze in your *Stunt Buggy* and collect all the bombs that have been planted there.

To collect the bombs you will have to avoid an assortment of weird and wonderful vehicles. Luckily your *Stunt Buggy* is equipped with smoke which will temporarily confuse the enemy cars, allowing you to escape.



Bomberman

The Screen Display

The bar at the top left of the screen shows how much smoke you have left. To the right of the bar is the lives counter.

On the bottom right of the screen is the radar. This shows you all the action going on in the maze...

- | | |
|----------------------------|--------------------------|
| White dots: | Enemy |
| Flashing white dot: | Your car |
| Pulsing circle: | The next bomb to collect |
- To the left of the radar is a counter which tells you how many bombs you have to collect.

Stunt Buggy Our sign
up some ground



Controlling your Street Buggy

- B button:** Drop smoke
- Up/down:** will turn you car at the next available opportunity
- left & right:** Moves radar to other side of the screen
- Select:** Pause
- A button:** No effect

"You can use the direction buttons before you reach a corner and the move will be remembered"

Collecting Bombs

If you collect the bombs in their flashing order, you will be given question marks which will give your car a Power-Up. Most of these are good, but some are bad, so learn which ones appear where.

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The flacker car

The Bonus Game

On this level you must collect all the dollar signs. But beware! -the dollar signs turn into killer spikes as soon as you run over them.

Two Player Game

In Two player mode, the players take turns to control their cars. Each car is a different colour and the player's number appears above the car as it appears from the hole.



The Bonus Game

Street Tips

- Learn how to 'smoke' the cars and then pass through them -this is very important!
- On some levels you will have to collect the bombs in flashing order; this is because you will need the mystery power-ups to complete the level.
- If you are taking too long to complete a level, a special enemy car will appear to make you hurry up!
- The closer enemy cars are the more they will home in!
- Look out for hidden wumps and chests!



that power!

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ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.

David and Richard Darling started writing video games while they were in their early teens and still at school in England.



From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be runaway best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the world's best games people work at Codemasters global headquarters, a 95 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

Nintendo ENTERTAINMENT SYSTEM

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The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions:

- This device may not cause harmful interference and
- This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.